

CLAIMS

We claim:

- 1 1. A computerized method for interactive retail sale of a
2 stuffed toy to a customer, comprising the steps of:
 - 3 inputting information relating to the stuffed toy and
4 entering the information relating to the stuffed toy into a
5 database;
 - 6 inputting the customer's personal identifying information
7 and entering the customer's personal identifying information
8 into the database;
 - 9 inputting information relating to a designated recipient
10 for the stuffed toy and entering the information relating to a
11 designated recipient for the stuffed toy into the database; and
12 printing a personalized memento.

1 2. The computerized method for interactive retail sale of a
2 stuffed toy to a customer according to claim 1, wherein the step
3 of printing a personalized memento further comprises the steps
4 of:
5 taking a digital photo of the customer;
6 extracting memento personalizing information from the
7 database;
8 formatting the memento personalizing information along with
9 the digital photo of the customer for printing; and
10 printing a personalized memento that includes the memento
11 personalizing information and the digital photo of the customer.

1 3. The computerized method for interactive retail sale of a
2 stuffed toy to a customer according to claim 1, wherein the step
3 of printing a personalized memento further comprises the steps
4 of:

5 performing a simulated handprint and footprint scanning
6 operation;

7 extracting memento personalizing information from the
8 database;

9 formatting the memento personalizing information for
10 printing; and

11 printing a personalized memento that includes the memento
12 personalizing information.

1 4. The computerized method for interactive retail sale of a
2 stuffed toy to a customer according to claim 3, wherein the step
3 of performing a simulated handprint and footprint scanning
4 operation further comprises the steps of:

5 displaying on a computer display a graphic image depicting
6 a hand and foot scanning area;

7 instructing the customer to press a hand or foot of the
8 stuffed toy against the computer display in the hand and foot
9 scanning area; and

10 displaying on the computer display a graphic image that is
11 suggestive of a hand and foot print scanning operation.

1 5. The computerized method for interactive retail sale of a
2 stuffed toy to a customer according to claim 1, wherein the step
3 of printing a personalized memento further comprises the steps
4 of:

5 inputting a personalized message from the customer;

6 formatting the personalized message for printing on a
7 message medallion; and

8 printing a the personalized message on a message medallion.

1 6. The computer program product that includes a medium
2 readable by a processor, the medium having stored thereon a set
3 of instructions comprising:

4 a first sequence of instructions which, when executed by
5 the processor, causes the processor to input information
6 relating to a customer's purchase and enter the customer's
7 purchase information into a database;

8 a second sequence of instructions which, when executed by
9 the processor, causes the processor to input said customer's
10 personal identifying information and enter the personal
11 identifying information into a database;

12 a third sequence of instructions which, when executed by
13 the processor, causes the processor to input information
14 relating to a designated recipient for said customer's purchase
15 and enter the information relating to a designated recipient
16 into a database; and

17 a fourth sequence of instructions which, when executed by
18 the processor, causes the processor to obtain memento
19 personalizing information, format the memento personalizing
20 information for printing on a memento, and print the memento
21 personalizing information on a personalized memento.

1 7. The computer program product according to claim 6,
2 wherein said fourth sequence of instructions further comprises:
3 a sequence of instructions which cause the processor to
4 take a digital photo of the customer;
5 a sequence of instructions which cause the processor to
6 extract memento personalizing information from the database;
7 a sequence of instructions which cause the processor to
8 format the memento personalizing information along with the
9 digital photo of the customer for printing; and
10 a sequence of instructions which cause the processor to
11 print a personalized memento that includes the memento
12 personalizing information and the digital photo of the customer.

1 8. The computer program product according to claim 6,
2 wherein said fourth sequence of instructions further comprises:
3 a sequence of instructions which cause the processor to
4 perform a simulated handprint and footprint scanning operation;
5 a sequence of instructions which cause the processor to
6 extract memento personalizing information from the database;
7 a sequence of instructions which cause the processor to
8 format the memento personalizing information for printing; and
9 a sequence of instructions which cause the processor to
10 printing a personalized memento that includes the memento
11 personalizing information.

1 9. The computer program product according to claim 8,
2 wherein said sequence of instructions which cause the processor
3 to perform a simulated hand and foot print scanning operation
4 further comprises:

5 a sequence of instructions which cause the processor to
6 display on a computer display a graphic image depicting a hand
7 and foot scanning area;

8 a sequence of instructions which cause the processor to
9 instruct the customer to press a hand or foot of the stuffed toy
10 against the computer display in the hand and foot scanning area;
11 and

12 a sequence of instructions which cause the processor to
13 display on the computer display a graphic image that is
14 suggestive of a hand and foot print scanning operation.

1 10. The computer program product according to claim 6,
2 wherein said fourth sequence of instructions further comprises:
3 a sequence of instructions which cause the processor to
4 input a personalized message from the customer;
5 a sequence of instructions which cause the processor to
6 format the personalized message for printing on a message
7 medallion; and
8 a sequence of instructions which cause the processor to
9 print a the personalized message on a message medallion.

1 11. A computerized system for interactive retail sale of a
2 stuffed toy, comprising:

3 at least one workstation computer, each workstation
4 computer having a processor, an area of main memory for
5 executing program code under the direction of the processor, a
6 storage device for storing program code and data, a workstation
7 bus connecting the processor, the main memory, and the storage
8 device, a digital camera in communication with the workstation
9 computer and at least one audio speaker in communication with
10 the workstation computer;

11 at least one database in communication with said at least
12 one workstation computer;

13 at least one printer in communication with said at least
14 one workstation computer;

15 a computer program stored in said storage device and
16 executing in said main memory under the direction of said
17 processor, the computer program including:

18 means for inputting information relating to the stuffed toy
19 and entering the information relating to the stuffed toy into a
20 database;

21 means for inputting a customer's personal identifying
22 information and entering the customer's personal identifying
23 information into a database;

24 means for inputting information relating to a designated
25 recipient for the stuffed toy and entering the information
26 relating to a designated recipient for the stuffed toy into a
27 database; and

28 means for obtaining memento personalizing information,
29 formatting the memento personalizing information for printing on
30 a memento, and printing the memento personalizing information on
31 a personalized memento.

1 12. The computerized system for interactive retail sale of a
2 stuffed toy according to claim 11, further comprising:

3 a data communication network;

4 at least one server computer having a processor, an area of
5 main memory for executing program code under the direction of the
6 processor, a storage device for storing program code and data, a
7 data communication device in communication with said data
8 communication network, and a server bus connecting the processor,
9 the storage device, and the data communication device;

10 wherein each of said at least one workstation computers
11 further comprises a data communication device connected to said
12 workstation bus and in communication with said data communication
13 network;

14 wherein said at least one database is maintained on the
15 server computer; and

16 wherein each of said at least one printer is connected to
17 said network and is in communication with said at least one
18 workstation computer over said network.